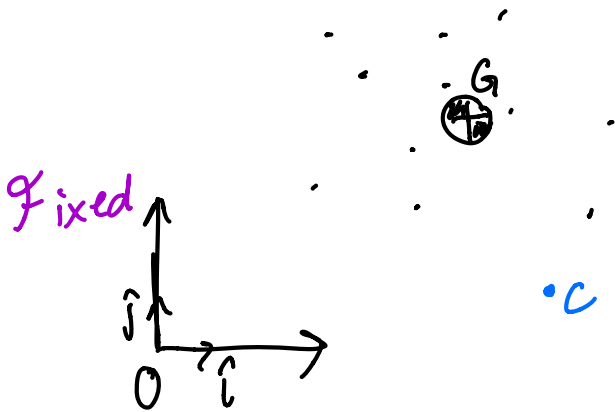


Today: ① Angular Momentum Theory
② Car accelerating

Angular Momentum: $\sum \vec{M}_{/c} = \dot{\vec{H}}_{/c}$

↑ Rate of change of angular momentum with respect to point C
C must be fixed



$$\vec{H}_{/c} = \sum_{i=1}^n \vec{r}_{i/c} \times m_i \vec{v}_{i/c}$$

$(\vec{r}_i - \vec{r}_c)$ $\vec{v}_i - \vec{v}_c$

$$\dot{\vec{H}}_{/c} = \sum_{i=1}^n \vec{r}_{i/c} \times m_i \vec{a}_{i/f}$$

↑ Fixed reference frame (denoted as fancy "F")

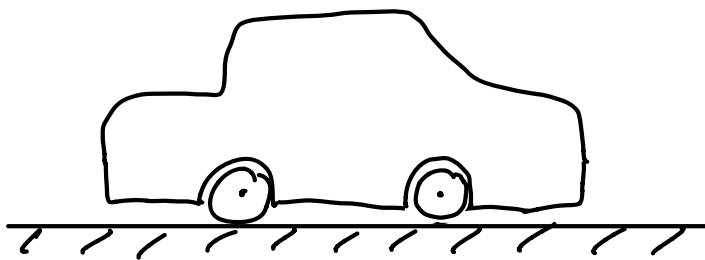
$$\vec{M}_{/c} = \sum \vec{r}_{i/c} \times m_i \vec{a}_{i/c}$$

Another case also works: $C = G$
↑ COM

$$\sum \vec{M}_{/G} = \dot{\vec{H}}_{/G} = \frac{d}{dt} \sum \vec{r}_{i/G} \times m_i \vec{v}_{i/G}$$

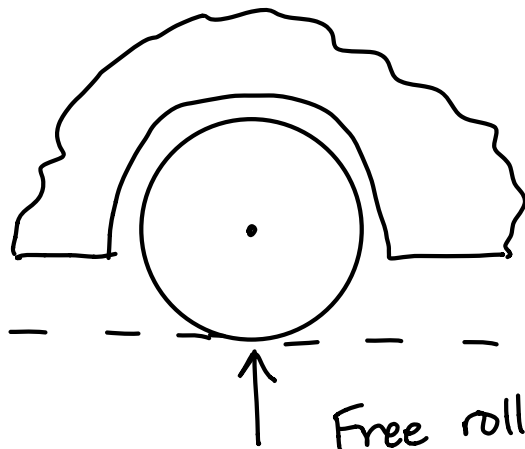
Simplest Motion: A rigid object does not rotate & moves in a straight line
"straight line motion"

ex) car

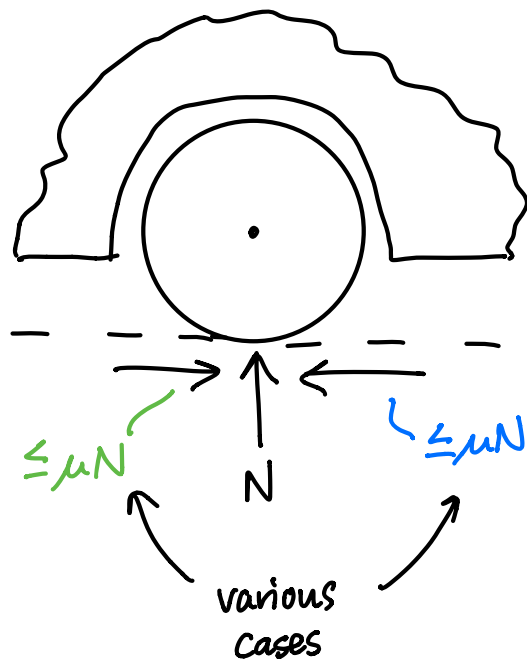


- rigid
 - stiff suspension
- (no rotation, no up & down motion)

partial
FBD:

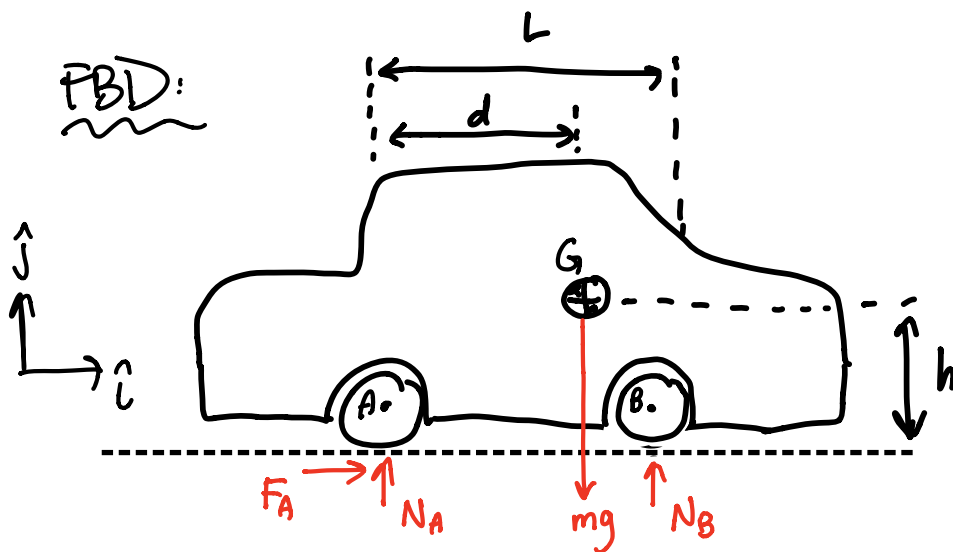


Free rolling (ideal round, rigid wheel with no bearing friction)



* explained more in depth
in textbook *

ex) Max acceleration of rear wheel drive
car? (gigantic engine)



$$F_A \leq \mu N_A$$

$$\Rightarrow F_A = \mu N_A$$

blob works
just as well

LMB: $\sum \vec{F}_i = m \vec{a}_G$

$\leftarrow a_G \hat{i}$

2 scalar
eqns $\rightarrow$

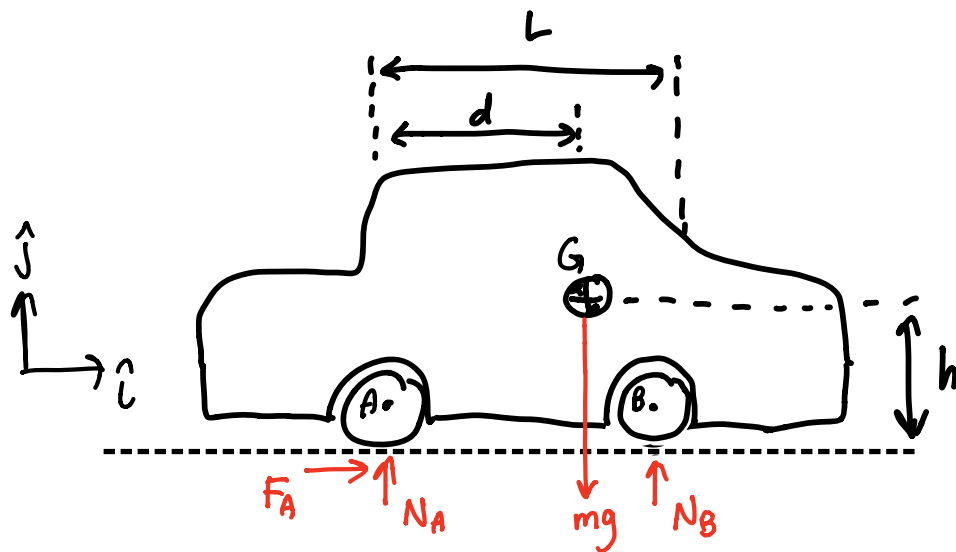
$$\mu N_A \hat{i} + (N_A + N_B - mg) \hat{j} = m a_G \hat{i}$$

unknowns: N_A, N_B, a_G

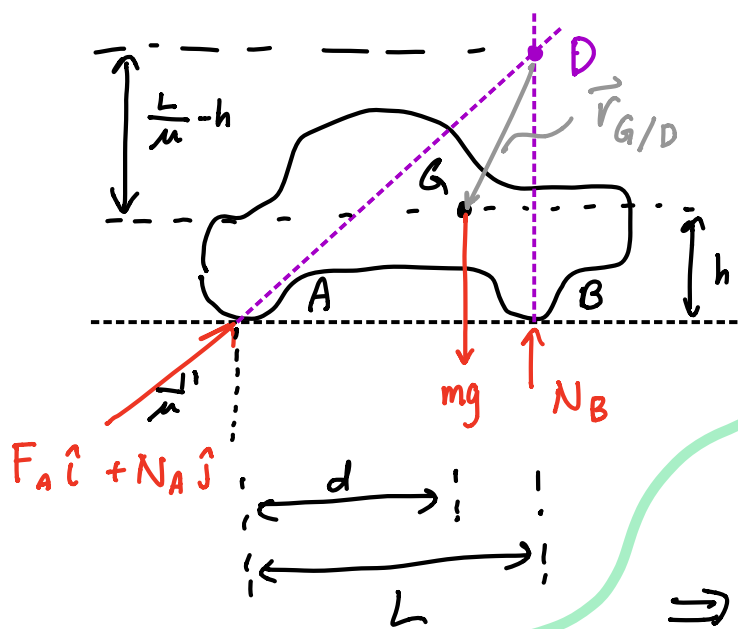
knowns: μ, d, L, h, m, g

Need another eqn $\rightarrow A_{MB/G}$ or $A_{MB/A}$ or $A_{MB/B}$
or $A_{MB/\sim}$ whatever point you like

Use any point $\Rightarrow$ 3 eqns & 3 unknowns
 $\Rightarrow N_A, N_B, F_A = \mu N_A, a_G$



$\rightarrow$ can we kill of the things that don't matter?



$$\sum \vec{M}_{/D} = \vec{H}_{/D}$$

$$(L-d)mg \hat{k} = \sum_{i=\text{every atom}} \vec{r}_{i/D} \times m_i \vec{a}_i$$

$$\vec{a}_i = \vec{a}_G$$

$$\Rightarrow (L-d)mg \hat{k} = \sum_i \vec{r}_{i/D} \times m_i \vec{a}_G$$

$$= \underbrace{\left(\sum_i \vec{r}_{i/D} m_i \right)}_{\vec{r}_{G/D} \cdot M_{\text{tot}}} \times \vec{a}_G$$

$$\Rightarrow (L-d)mg \hat{k} = \vec{r}_{G/D} \times a_G \hat{i} \cdot M$$

$$-(L-d)\hat{i} - \left(\frac{L}{n} - h\right)\hat{j} \quad \uparrow \quad \vec{r}_{G/D}$$

$$\{ (L-d) \cancel{mg} \hat{k} = a_G \left(\frac{L}{n} - h \right) \hat{k} \cancel{m} \}$$

$$\{ \} \cdot \hat{k} \Rightarrow (L-d)g = a_G \left(\frac{L}{n} - h \right)$$

$$a_G = g \frac{L-d}{\left(\frac{L}{n} - h\right)} \rightarrow$$

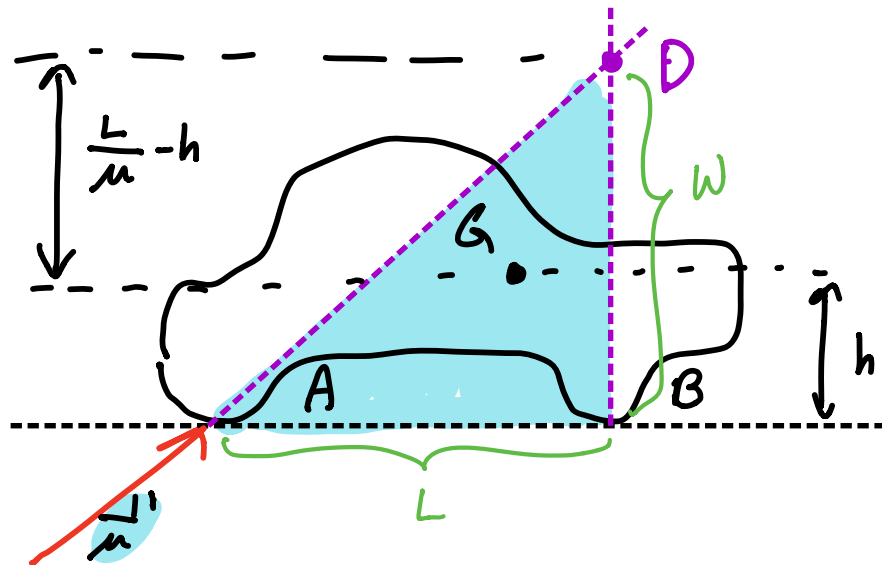
$$a_G = \frac{(1 - d/L)}{\left(\frac{1}{n} - \frac{h}{L}\right)} g$$

$$\checkmark F_A = a_G m \quad \checkmark$$

$$\checkmark N_A = F_A / \mu \quad \checkmark$$

$$N_A + N_B - mg = 0 \quad \checkmark$$

Where did $\frac{L}{\mu} - h$ come from?



$$F_A \hat{i} + N_A \hat{j}$$

assume skidding

$$\frac{W}{L} = \frac{1}{\mu} \quad (\text{*similar triangles*})$$

$$\Rightarrow W = \frac{L}{\mu}$$